

## MISSION 23.0: A Nasty Affair

**December 26th, 1944:** Elements of Patton's Third Army were driving North to widen the corridor to Bastogne. The 5th Infantry Division's 2nd Infantry Regiment sector extended down the Scheidgen draw to the Müllerthal. To gain entrance to the Müllerthal was no simple task. In their path lay the rugged ground of the Kalkesbach, a nasty obstacle of rugged ground defended by a skillful and determined enemy. And worse, because of the rugged terrain there is no artillery support. Col. Roffe, the 2nd Infantry commander, decided to flank the enemy with a rapid advance along the Müllerthal. As companies A and B advanced along each side of the road, it wasn't long before they came under mortar and small arms fire.

**Mission Objective:** Mission ends if at the end of any game turn there are no undisrupted German combat units within LOS of the road in Sector 4 running from A7 to J6, or either side reaches its Casualty Differential Limit, or a Final Score > 60.

### Forces:

★ **American:** *Able and Baker Cos.*, supported by 3 MG sections and 2 60mm mortar sections [39 steps]

✠ **German:** 1. Infantry Kp., *1st and 2nd Plts.*, supported by 2 MG sections, 1 8.8cm Flak section and 1 8 cm mortar section [15 steps]

**Initiative DRM:** American (+2)

**Casualty Differential Limit:** American [6]; German [2]

**Combined Activation DRM:** American (+2)

**Disposition of Forces:** The German player sets up first in Sector 4. At least 6, but no more than 10, steps of combat units must set-up in hexes along hex row "J". The American player is the attacker and has the initiative at start. The Americans set up in Sector 3, south of hex row E, with Able Co. deployed on the east side of the road and Baker Company on the west.

### Mission Special Rules:

1. The American player receives (1) MOP for each IP captured.
2. The American player is allowed a single smoke mission (81mm mortar platoon) which must be used during his first game turn.
3. Half-hexes along the East and West Map edges are not in play.
4. The German Flak gun cannot set-up in hex (E4).
5. All mortars receive a +1 Recovery DRM.

*German FBE*



*American FBE*

### Victory Level:

0-50	American Victory
51-60	Draw
61+	German Victory

